

## Guild Research

<http://en.wikipedia.org/wiki/Guild>

“craftsmen tended to form associations based on their trades. Usually the founders were free independent master craftsmen”

The German name is *Zunft* (plural *Zünfte*). “German social historians trace the *Zunft* revolution, the urban revolution of guildmembers against a controlling urban patriciate, sometimes reading into them, however, perceived foretastes of the class struggles of the nineteenth century.”

“early egalitarian communities called “guilds” (for the gold deposited in their common funds)”

“Not all city economies were controlled by guilds; some cities were “free”. Where guilds were in control they shaped labour, production and trade; they had strong controls over instructional capital, and the modern concepts of a lifetime progression of apprentice to craftsman, journeyer, and eventually to widely-recognized master and grandmaster began to emerge. As production became more specialized, trade guilds were divided and subdivided,”

“In the countryside, where guild rules did not operate, there was freedom for the entrepreneur with capital to organize cottage industry, a network of cottagers who spun and wove in their own premises on his account, provided with their raw materials, perhaps even their looms, by the capitalist who reaped the profits. Such a dispersed system could not so easily be controlled where there was a vigorous local market for the raw materials: wool was easily available in sheep-rearing regions, whereas silk was not.”

## Organisation

“The guild was made up by experienced and confirmed experts in their field of handicraft. They were called master craftsmen. Before a new employee could rise to the level of mastery, he had to go through a schooling period during which he was first called an apprentice. After this period he could rise to the level of journeyman. Apprentices would typically not learn more than the most basic techniques until they were trusted by their peers to keep the guild's or company's secrets.

Like journey, the distance that could be travelled in a day, the title 'journeyman' derives from the French words for 'day' (*jour* and *journée*) from which came the middle English word *journei*. Journeymen were generally paid by the day and were thus day laborers. After being employed by a master for several years, and after producing a qualifying piece of work, the apprentice was granted the rank of journeyman and was given documents (letters or certificates from his master and/or the guild itself) which certified him as a journeyman and entitled him to travel to other towns and countries to learn the art from other masters. These journeys could span large parts of Europe and were an unofficial way of communicating new methods and techniques.

After this journey and several years of experience, a journeyman could be received as master craftsman. This would require the approval of all masters of a guild, a donation of money and other goods, and in many practical handicrafts the production of a so-called masterpiece, which would illustrate the abilities of the aspiring master craftsman.”

## Influence

“Guilds, however, were groups of self-employed skilled craftsmen with ownership and control over the materials and tools they needed to produce their goods. Guilds were, in other words, small business associations and thus had very little in common with trade unions. If anything, guilds were more like cartels than they were like trade unions (Olson 1982). However, the journeymen

organizations, which were at the time illegal, may have been influential.

The exclusive privilege of a guild to produce certain goods or provide certain services was similar in spirit and character with the original patent systems that surfaced in England in 1624. These systems played a role in ending the guilds' dominance, as trade secret methods were superseded by modern firms directly revealing their techniques, and counting on the state to enforce their legal monopoly.

Some guild traditions still remain in a few handicrafts, in Europe especially among shoemakers and barbers. Some of the ritual traditions of the guilds were conserved in order organizations such as the Freemasons. These are, however, not very important economically except as reminders of the responsibilities of some trades toward the public.”

## Modern Guilds

Thomas Malone of the Massachusetts Institute of Technology champions a modern variant of the guild structure for modern "e-lancers", professionals who do mostly telework for multiple employers. Insurance including any professional liability, intellectual capital protections, an ethical code perhaps enforced by peer pressure and software, and other benefits of a strong association of producers of knowledge, benefit from economies of scale, and may prevent cut-throat competition that leads to inferior services undercutting prices. And, as with historical guilds, resist foreign competition.

The free software community has from time to time explored a guild-like structure to unite against competition from Microsoft, e.g. Advogato assigns journeyer and master ranks to those committing to work only or mostly on free software. Debian also publishes a list of what constitutes free software.

In the City of London, the ancient guilds survive as Livery Companies, most of which play a ceremonial role. Guilds also survive in the UK in Preston, Lancashire as the Preston Guild Merchant where among other celebrations descendants of Burgesses are still admitted into membership.

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## Livery Company

[http://en.wikipedia.org/wiki/Livery\\_Company](http://en.wikipedia.org/wiki/Livery_Company)

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## Player Guild

[http://en.wikipedia.org/wiki/Player\\_guild](http://en.wikipedia.org/wiki/Player_guild)

“In computer and video gaming, a clan or guild is a group of players who regularly play together in a particular (or various different) multiplayer games. These games range from groups of a few friends to 1000-person organizations, with a broad range of structures, goals and members. The lifespan of a clan also varies considerably, from a few weeks or months to several years. Numerous clans exist for nearly every online game available today, notably in first-person shooters, massively multiplayer games, role-playing games, and strategy games.”

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Preston Guild Fair

<http://www.preston.gov.uk/GeneralM.asp?id=SX9452-A77F9FB8>

“The Guild was an organisation of traders, craftsmen and merchants. It had a monopoly of trade in the town: only its members could carry on a craft or business. Newcomers could only trade here with the permission of the Guild, and such approval was not given lightly.

At intervals the Guild Merchant updated its membership lists, to ensure that people were not falsely claiming the right to trade in the town. Anybody who claimed to be a member of the Guild had to come to Preston and, in a public ceremony, swear loyalty to the Mayor and the Guild Merchant. His credentials were checked and if he was eligible, and paid a small fee, he would then be admitted or re-admitted as a member.

The first reliably recorded celebration of the Guild was in 1397, when it was already more than two centuries old. These gatherings for renewing membership were infrequent. It was soon accepted that they were needed only once in a generation. As a result, from 1542 onwards, Preston Guild took place every twenty years. The rarity of the celebration, and the fact that large numbers of people congregated in Preston for the occasion, made the Guild a special opportunity for feasting, processions and great social gatherings.”

European Historical Combat Guild



<http://www.escrimaconcepts.com/index.php>

Tietokilta ry (TiK) Guild for Computer Science Students

[http://tietokilta.fi/esittely/index\\_en.html](http://tietokilta.fi/esittely/index_en.html)

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Guild for Professional Pharmacists

[http://www.gfpp.org/guild\\_purpose.htm](http://www.gfpp.org/guild_purpose.htm)

#### GUILD PURPOSE

The Guild has been established and is dedicated to advance and promote the interests of employee pharmacists professionally, educationally and economically.

#### GUILD OBJECTIVES

The objectives of the Guild are: to obtain status as exclusive bargaining representative of pharmacists; to improve wages, hours and working conditions through negotiated collective bargaining agreements and legislative action; to secure fair pay for labor and services; to provide through collective bargaining for comprehensive health and welfare and retirement benefits; to process grievances and enforce all other rights arising out of the collective bargaining relationships; to print, publish and circulate its papers, magazines and journals; to acquire, hold, lease, and convey any real and personal property; to invest and reinvest its funds; to exercise all rights and privileges which may be necessary and convenient for the conduct of its affairs; to encourage, promote and defend free and democratic trade unions and institutions. The Guild shall be controlled, in all respects, by its members.

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College Guild

<http://studorgs.bowdoin.edu/csc/CollegeGuild/CollegeGuild.html>

“College Guild Inmate Correspondence Course - College Guild is a local non-profit organization run completely by volunteers, drawing teachers, readers, and prisoners from across the country. Currently, approximately 400 prisoners are enrolled as students of College Guild, and this number is rapidly rising, so volunteers are always needed.

Mission - To stimulate in prisoners an interest in life-long learning by providing a selection of non-traditional correspondence courses. Courses are designed to be engaging, challenging, and encouraging of creativity with the hope that such intellectual stimulation will enable prisoners to make their time more constructive and more interesting in general.”

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[www.orthodoxanglican.org/guild/america.html](http://www.orthodoxanglican.org/guild/america.html).